

- **What is it?**
- **How is it's use beneficial in Maker Programming?**
- **Where can I go to find potential resources to fit my communities needs?**



Free and Open Source Software: What is it?

As its name implies, this software:

- Is free to use,
- Is open/available for others coders to mod,
- Its operative principles lie at the heart of the worldwide Maker Movement.

- Go here for a more in depth overview:

<http://tinyurl.com/hute3x8>



Free and Open Source Software:

How is it's use beneficial in library Maker Programming?

- Because this software is free, the primary cost is in staff time.
- Classes taught on specific topics using Freeware can be used outside of the library with no cost to user.
- Some programs I have used or look interesting include:
 - [Audacity](#): Audio editing
 - [Avidemux](#): Video editing
 - [Blender](#): 3D graphical modeling



Where can I go to find potential resources to fit my needs?

- Many locations are available. Two particular sites which bear a closer look are:
 - <http://www.freeopensourcesoftware.org>
 - <https://opensource.com>
- Other sites worth mentioning are:
 - <https://openlibrary.org/> (Built on the same operating principles as F.O.S.)
 - <https://scratch.mit.edu/> (Teaching children to code the fun way!)
 - <http://sos.noaa.gov> (Data set creation can serve as a framework for collaborative community projects. Can use a desktop version.)